

AGNI: A framework for Distributed Scripting

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Goals of the AGNI Project

- Design and build a secure, extensible, faulttolerant infra-structure for peer-to-peer event-driven (a-synchronous) applications.
- Develop peer-to-peer event-driven applications based on developed infrastructure.



Application Scenarios

- Distributed control.
- Conferencing, conference control.
- Distributed testing, logging and monitoring.
- Distributed Interactive Simulation.
- Network Management.



Design Philosophy

- Distributed systems designer should be able to:
 - 1. Decide logical application structure.
 - 2. Application functionality.
- Independent of how application components are mapped to physical resources (separation of *logical design* and *physical design*).



Design Considerations

- Extensibility and flexibility.
- Fault tolerance.
- Re-configurability.
- Security.
- Heterogeneity.



Event-oriented programming model

- One-way message oriented.
- Message arrival triggers execution of event handler
 - Event handler can send message to another communication end-point.

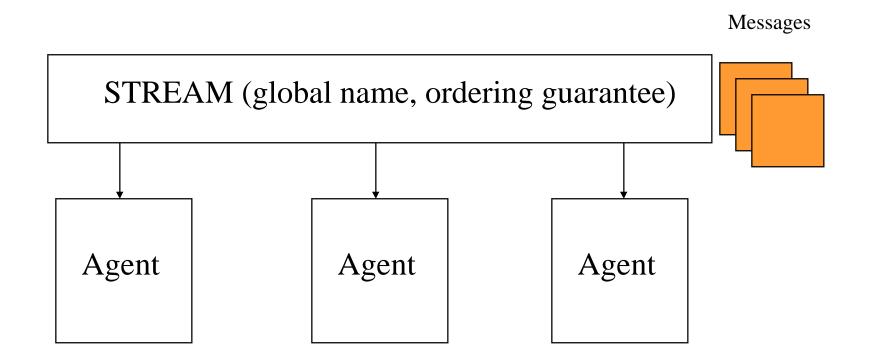


Abstractions

- locations, streams, agents and events.
- Location maps to a machine.
- A Stream is a named communication endpoint.
- An Event is a change in system state potentially triggers agent execution.



Distributed Streams





Attributes of a Stream

- Ordering guarantee.
- Unique global name.
- Assigned Home Location but can live on any workstation (that allows it).
- Can migrate between workstations.
- Has 0 or more Agents associated with it.



External and Agent Scripts

Agent Daemon

Agent Scripts (internal commands)

Application scripts (external commands)



Re-configurability

- Change the location of computational components dynamically while the system is in execution.
- Message ordering guarantees are maintained while system is being reconfigured.
- Useful for latency reduction/load balancing.

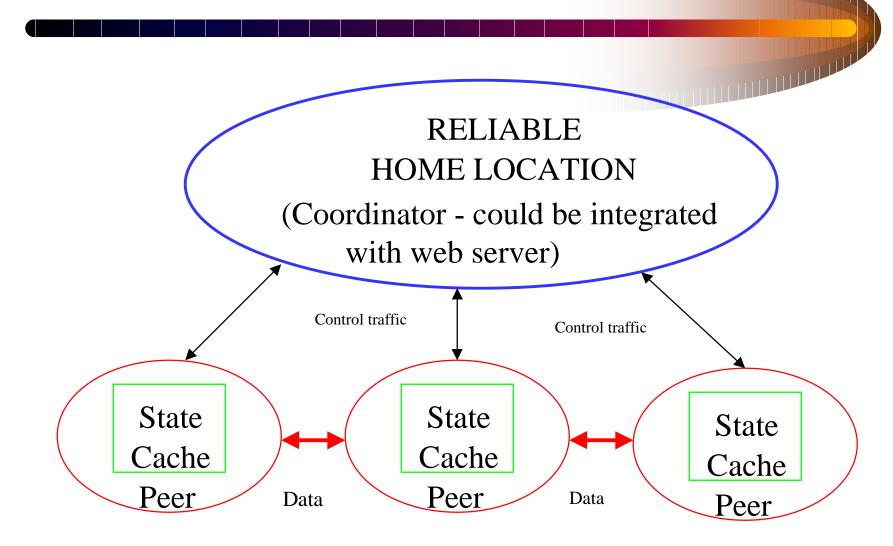


System Features

- Agents may send messages to streams.
- External programs may send messages to streams.
- System can re-configure itself between messages.
- Multiple points of control are allowed.



System Organization





Agent script

- Agent script consists up to 5 TCL scripts:
 - on-init : Initializer.
 - on-append: Runs message is appended.
 - on-relocation: Runs at destination after move
 - on-failure: Runs at home node on failure.
 - on-exit: Finalizer (cleanup script).



Resource-control Architecture

- Two-tiered Resource-control Architecture.
- Per daemon resource-controller:
 - Controls resource usage on a per Agent-Daemon basis.
- Per stream resource-controller:
 - Controls resource usage on a per-stream basis.



Per-Daemon Resource Controller

- Stationary resource-control agent at each location
 - specified at startup time.
 - Can only be registered locally.
- Approves/denies stream creation/ arrival at a location.

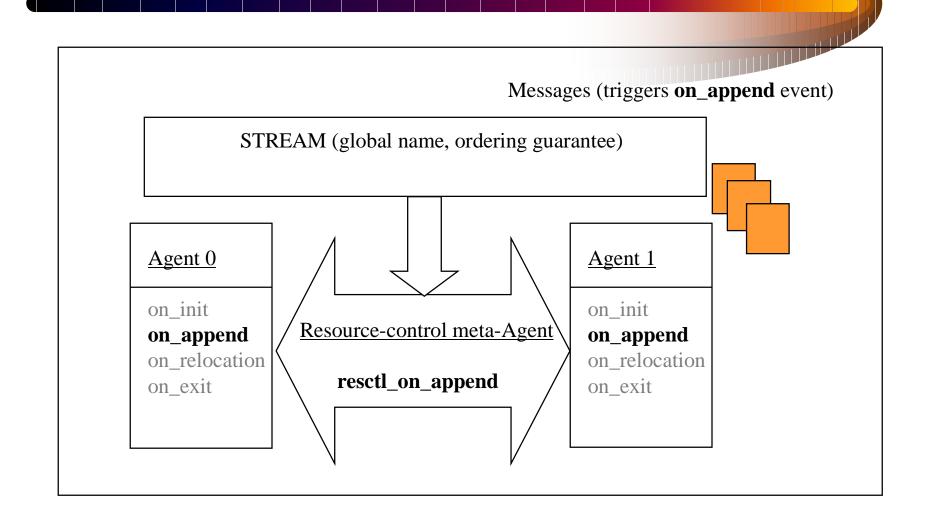


Per-Stream Resource Controller

- Can be specified at Stream creation.
- Intervenes on append, agent attach, relocation, arrival.
- Works as a meta-agent.
 - Gets control before user-registered agents get to run.
 - Can decide which user-registered agents get to run.
 - Can execute commands in the context of the user agents.

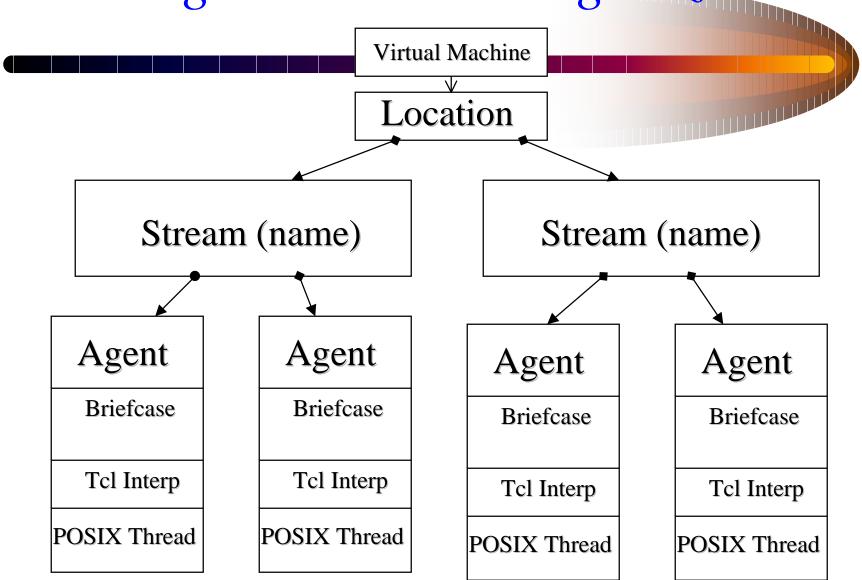


Per-Stream Resource-Controller





Agent Daemon Organization



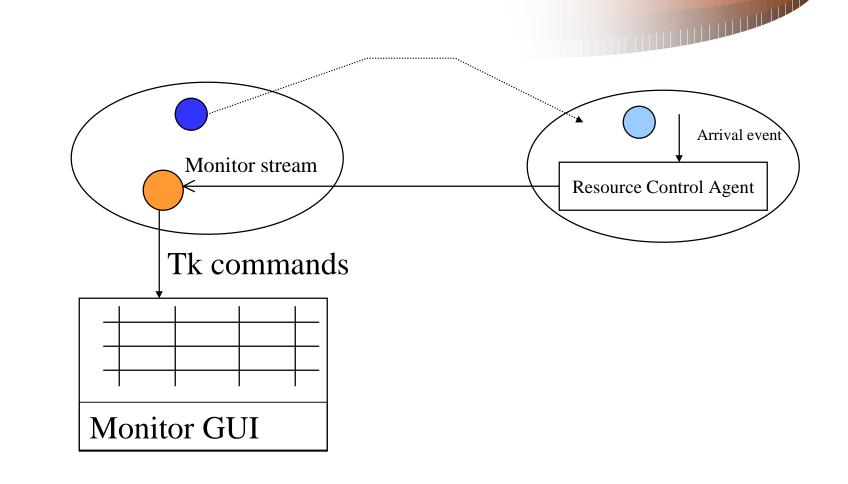


Application: Agent Monitor

- Track the location of agents in the distributed system.
- Reactive GUI application.
- Allow user to easily deploy agents using a GUI driven management tool.



Agent monitor organization



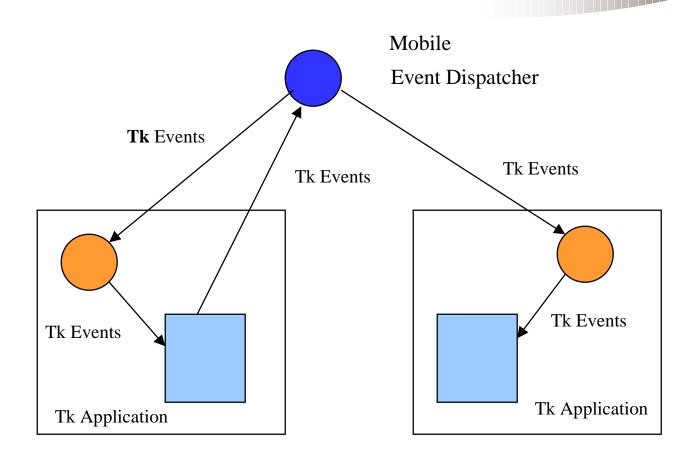


Application: Tk-Collaborative Toolkit

- Enables collaborative sharing of arbitrary TK applications.
- Self-reconfiguring distributed application.
- Reconfigures itself to minimize latency for the interactive user.



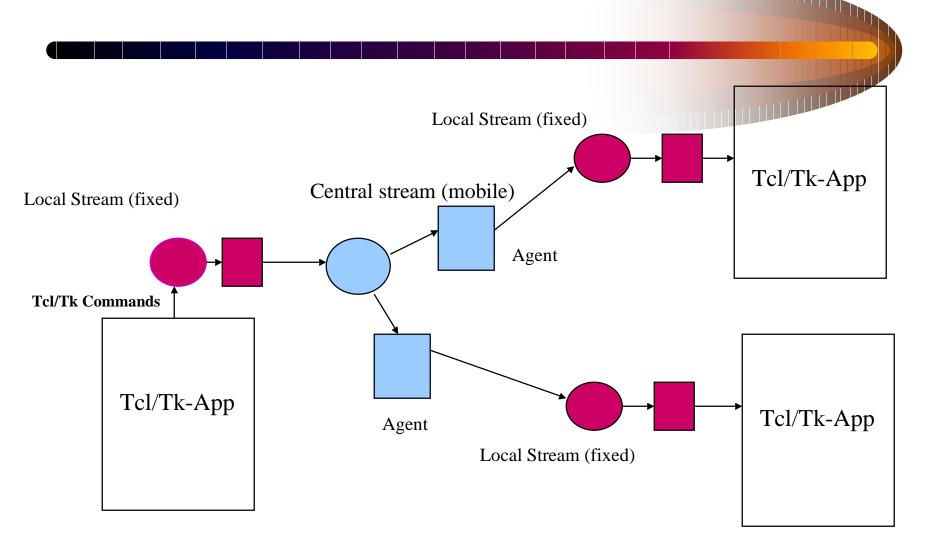
Application: Tk-Collaborative Toolkit





Application:

Tcl/TK Collaborative toolkit



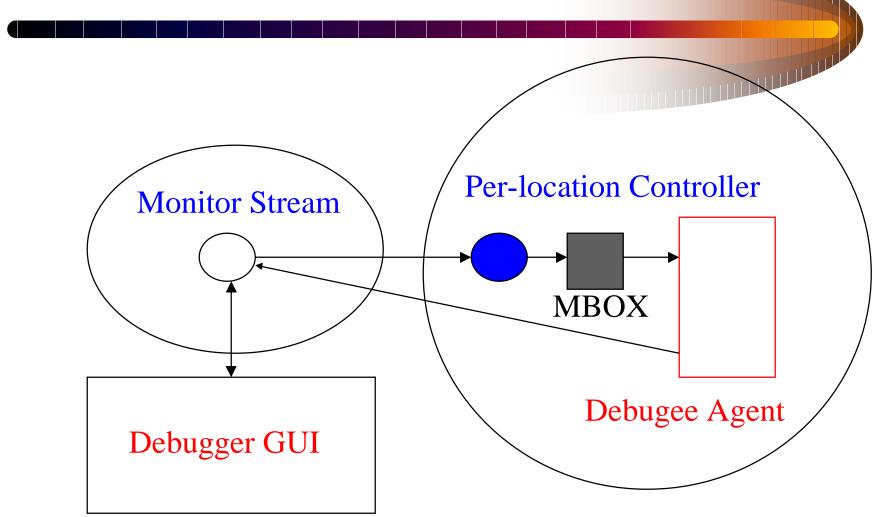


Application: Agent Debugger

- A tool to debug Agent Scripts.
- Extension of tcl-debug debugger.
- Goals:
 - Location transparency.
 - Global stepping.
 - Global conditional breaks.



Agent Debugger Organization





Current Status.

- Initial prototype of agent system with limited features.
 - Lacks fault tolerance
 - Uses tcp for message passing (lacks scalability).
 - Limited resource-control model.
 - Lacks security.
- A few applications have been developed.



Future Work Includes

- Application-driven extension of system features.
 - Adaptive applications for networks.
 - Virtual Microscope.
 - Distributed testing of collaborative systems.
- Improving the communication scalability.
- Fault-tolerance.
- Security.